# Cewu Lu

## List of Publications by Year
in descending order

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|---|---|---|---|
| 30<br>papers | 2,884<br>citations | 840776<br>11<br>h-index | 888059<br>17<br>g-index |
| 30<br>all docs | 30<br>docs citations | 30<br>times ranked | 1742<br>citing authors |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 1 | RMPE: Regional Multi-person Pose Estimation. , 2017, , . | | 1,085 |
| 2 | DenseFusion: 6D Object Pose Estimation by Iterative Dense Fusion. , 2019, , . | | 582 |
| 3 | TubeTK: Adopting Tubes to Track Multi-Object in a One-Step Training Model. , 2020, , . | | 182 |
| 4 | GraspNet-1Billion: A Large-Scale Benchmark for General Object Grasping. , 2020, , . | | 182 |
| 5 | InstaBoost: Boosting Instance Segmentation via Probability Map Guided Copy-Pasting. , 2019, , . | | 108 |
| 6 | Recursive Social Behavior Graph for Trajectory Prediction. , 2020, , . | | 97 |
| 7 | 6-PACK: Category-level 6D Pose Tracker with Anchor-Based Keypoints. , 2020, , . | | 87 |
| 8 | Pairwise Body-Part Attention for Recognizing Human-Object Interactions. Lecture Notes in Computer Science, 2018, , 52-68. | 1.3 | 70 |
| 9 | Cortical ensembles orchestrate social competition through hypothalamic outputs. Nature, 2022, 603, 667-671. | 27.8 | 64 |
| 10 | Explicit Shape Encoding for Real-Time Instance Segmentation. , 2019, , . | | 63 |
| 11 | Relative CNN-RNN: Learning Relative Atmospheric Visibility From Images. IEEE Transactions on Image Processing, 2019, 28, 45-55. | 9.8 | 59 |
| 12 | Attribute Restoration Framework for Anomaly Detection. IEEE Transactions on Multimedia, 2022, 24, 116-127. | 7.2 | 55 |
| 13 | RSCM: Region Selection and Concurrency Model for Multi-Class Weather Recognition. IEEE Transactions on Image Processing, 2017, 26, 4154-4167. | 9.8 | 44 |
| 14 | Two-Class Weather Classification. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2017, 39, 2510-2524. | 13.9 | 43 |
| 15 | TransCG: A Large-Scale Real-World Dataset for Transparent Object Depth Completion and a Grasping Baseline. IEEE Robotics and Automation Letters, 2022, 7, 7383-7390. | 5.1 | 33 |
| 16 | SuctionNet-1Billion: A Large-Scale Benchmark for Suction Grasping. IEEE Robotics and Automation Letters, 2021, 6, 8718-8725. | 5.1 | 25 |
| 17 | HMOR: Hierarchical Multi-person Ordinal Relations for Monocular Multi-person 3D Pose Estimation. Lecture Notes in Computer Science, 2020, , 242-259. | 1.3 | 22 |
| 18 | Fast Abnormal Event Detection. International Journal of Computer Vision, 2019, 127, 993-1011. | 15.6 | 16 |

| # | ARTICLE | IF | CITATIONS |
|---|---------|----|-----------|
| 19 | Transferable Interactiveness Knowledge for Human-Object Interaction Detection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1. | 13.9 | 12 |
| 20 | SRDA: Generating Instance Segmentation Annotation via Scanning, Reasoning and Domain Adaptation. Lecture Notes in Computer Science, 2018, , 124-140. | 1.3 | 11 |
| 21 | NTIRE 2020 Challenge on Video Quality Mapping: Methods and Results. , 2020, , . | | 11 |
| 22 | Toward Real-World Category-Level Articulation Pose Estimation. IEEE Transactions on Image Processing, 2022, 31, 1072-1083. | 9.8 | 10 |
| 23 | Outdoor RGBD Instance Segmentation With Residual Regretting Learning. IEEE Transactions on Image Processing, 2020, 29, 5301-5309. | 9.8 | 6 |
| 24 | Real-Time Video Stylization Using Object Flows. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2051-2063. | 4.4 | 4 |
| 25 | Unified and Fast Human Trajectory Prediction Via Conditionally Parameterized Normalizing Flow. IEEE Robotics and Automation Letters, 2022, 7, 842-849. | 5.1 | 3 |
| 26 | SAGCI-System: Towards Sample-Efficient, Generalizable, Compositional, and Incremental Robot Learning. , 2022, , . | | 3 |
| 27 | Transferable Trial-Minimizing Progressive Peg-in-hole Model. , 2019, , . | | 2 |
| 28 | TendencyRL: Multi-stage Discriminative Hints for Efficient Goal-Oriented Reverse Curriculum Learning. , 2019, , . | | 2 |
| 29 | FPHA-Afford: A Domain-Specific Benchmark Dataset for Occluded Object Affordance Estimation in Human-Object-Robot Interaction. , 2020, , . | | 2 |
| 30 | Pseudo View Representation Learning for Monocular RGB-D Human Pose and Shape Estimation. IEEE Signal Processing Letters, 2022, 29, 712-716. | 3.6 | 1 |